Intel® 810 and Intel® 810E Chipset Graphics Software

Known Issues Report

October 1999

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Revision History

Revision Date	Version	Description
June 1999	0.1	Resolved/known issues since the PV 1.0 driver release
August 1999	0.2	Resolved/known issues since the PV1.1 driver release
September 1999	0.3	Added Intel® 810E chipset related information to document.
October 1999	0.4	Resolved/known issues since the PV2.0 driver release

Preface

This document contains known software issues affecting the Windows*95 , Window*98, Windows NT 4.0, and Video BIOS releases that use the Intel® 810 and Intel® 810E chipset graphics accelerator. For the latest hardware- and documentation-related issues, refer to the *Intel® 810 and Intel® 810E Graphics Accelerator Hardware Specification Update*.

Component Marking Information

Stepping	S-Spec	Top Marking	RAMDAC Freq.	Notes
A-2	N/A	FW82810DC100 Q790ES	250 MHz	Display cache version
A-2	N/A	FW82810 Q790ES	250 MHz	Non-display cache version
A-0	N/A	FW82810e Q851ES	250MHz	Display cache version

Component Identification via Programming Interface

The Intel® 810 and Intel® 810E chipset graphics accelerator stepping can be identified from the following register contents:

Intel® 810 Chipset Graphics Accelerator Stepping	Vendor ID	Device ID	Revision Number
A-2	8086h	7121h/7123h	00h
Intel® 810e Chipset Graphics Accelerator Stepping	**Vendor ID**	**Device ID**	**Revision Number**
A-0	8086h	7125	00h

NOTES:
1. The vendor ID corresponds to bits 15-0 of the Vendor ID register located at offset 00-01h in the PCI function 0 configuration space.
2. The device ID corresponds to bits 15-0 of the Device ID register located at offset 02-03h in the PCI function 0 configuration space.
3. The revision number correspond to bits 7-0 of the Revision ID register located at offset 08h in the PCI function 0 configuration space.

Nomenclature

Known Issues are software issues/sightings that Intel has encountered during software validation. These known issues have been replicated, and Intel is currently seeking the root causes of the issues.

Programming Recommendations identify programming idiosyncrasies that facilitate the development of Intel® 810 and Intel® 810E chipset graphics accelerator software.

General Software Considerations identify potential software concerns not directly attributable to the Intel® 810 and Intel® 810E chipset graphics accelerator software stack.

Documentation Changes include typos, errors or omissions from the current published specifications. These clarifications will be incorporated in future releases of the affected specifications.

Builds determine the current version number of the Intel® 810 and Intel® 810E Chipset Graphics Accelerator Software Driver Release (SDR) kit.

Summary Table Of Known Issues

The following tables list the known issues or replicated sightings that apply to all currently available Intel® 810 and Intel® 810E chipset graphics software driver releases and planned releases. Intel intends to handle the outstanding issues through documentation or specification changes, as noted. This table uses the following notations:

Codes Used in Summary Table

X:	This issue pertains to a particular software release and may pertain to releases previous to the indicated release.
Fix:	This known issue is to be fixed in a future release of the software.
Fixed:	This known issue is fixed in the current software release.
NoFix:	There are no plans to fix this known issue in a future software release.
NDR:	Not related to the Intel® 810 and Intel® 810E chipset driver and/or BIOS
N/A:	Not applicable

Driver Known Issues (Windows*95 and Window*98 Release)

Note: ***Hypertext Links*** have been incorporated into this document. Each underlined entry in the driver release tables is linked to the appropriate detailed description. In the detailed description section, click the Status field to return to the driver release tables.

NO.	PV1.0	PV1.1	PV2.0	PV2.1	Future Plans	Known Issues
1	x	x	Fixed	Fixed	Fixed	***Monster Truck Madness* Intro Corruption***
2	x	x	Fixed	Fixed	Fixed	***Watermark Corruption at 1280x1024x24 bpp at 75-Hz Display Setting***
3	x	x	x	x	Fix	***Corruption When Running Twist*, Donut* and FoxBear* Simultaneously***
4	x	x	Fixed	Fixed	Fixed	***Some Non-H/W-Accelerated OGL Apps. Hang with DOS Prompt***
5	x	N/A	N/A	N/A	N/A	***Space Donuts* Application Has Screen Corruption***
6	x	x	x	x	Fix	***Watermark at 720x480x16 bpp in TV-out***

NO.	PV1.0	PV1.1	PV2.0	PV2.1	Future Plans	Known Issues
7	x	x	x	x	Fix	***Flickering and Flashing in TV-out Configuration***
8	x	x	Fixed	Fixed	Fixed	***Compton's '97 Interactive Encyclopedia* Dark Screens***
9	x	x	Fixed	Fixed	Fixed	***Screen Corruption When Running Lotus Freelance '97***
10	x	x	Fixed	Fixed	Fixed	***Corruption When Running Slide Show in Powerpoint (Japanese)***
11	x	x	x	Fixed	Fixed	***Freezes Occur with Atlantis* and Heretic II* Applications***
12	x	x	x	Fixed	Fixed	***Hangs Occur When Exiting GLQuake* or GLHexen****
13	x	x	Fixed	Fixed	Fixed	***Quake II* Application Runs Very Slowly with 32 MB of System Memory***
14	x	x	x	x	Fix	***Unable to Restore from S1 and S3 States When Running OGL Tunnel****
15	x	x	Fixed	Fixed	Fixed	***Starseige TRIBES* Application Blacks Out***
16	x	x	x	x	Fix	***G-Nome* Game Application GPFs***
17	x	x	x	x	Fix	***Overlay ColorKey Corruption on Flat Panel Using Software DVD***
18	x	x	Fixed	Fixed	Fixed	***AVI Corruption or Rotation When Switching Color Depths***
19	x	x	x	x	Fix	***AVI Corruption with Concurrent FoxBear Application & MS-DOS* Window***
20	x	x	x	x	Fix	***Motorcross Madness* Application Fails to Load***
21	x	x	Fixed	Fixed	Fixed	***Screen Corruption with Half-Life* Game Application***
22	x	x	Fixed	Fixed	Fixed	***Playing Full-Screen AVI Causes GPF Error***
23	x	x	x	x	Fix	***Screen Shifts to the Left When Sliders Are Selected***
24	x	x	x	x	Fix	***Thief D3D* Application Fails***
25	x	x	x	x	Fix	***3D Flip Cube* Application Fails***
26	x	x	x	x	Fix	***Twisted Metal 2* Application Fails***
27	x	x	x	x	Fix	***Visual Anomaly Occurs When Running Hyberblade* Application***
28	x	x	x	x	Fix	***Overlay Application Faults When Switching from TV-out to CRT***
29	x	x	x	x	Fix	***Positioning Fails When Running in PAL Mode***
30	x	x	x	x	Fix	***Unable to Detect CRT After Boot-up***

NO.	PV1.0	PV1.1	PV2.0	PV2.1	Future Plans	Known Issues
31	x	x	x	x	Fix	***Screen Blanks Out in 16-bpp Color Mode***
32	x	Fixed	Fixed	Fixed	Fixed	***Screen Does Not Blank Out in Suspend Mode***
33	x	Fixed	Fixed	Fixed	Fixed	***Displays Black Screens When Closing MPEG/AVI Files***
34	x	Fixed	Fixed	Fixed	Fixed	***Software DVD Application Artifacts When Downscaling 2:1***
35	x	Fixed	Fixed	Fixed	Fixed	***System Hangs in ACPI Power Save Mode***
36	x	Fixed	Fixed	Fixed	Fixed	***System Locks in Standby Mode***
37	x	x	x	Fixed	Fixed	***Software DVD Video Jitter when Downscaling***
38	x	x	x	Fixed	Fixed	***Hsync and Vsync Polarities out of VESA Specifications***
39	x	x	x	Fixed	Fixed	***Severe Corruption in Tomb Raider 3 Game Application***
40	x	x	x	Fixed	Fixed	***Color Pattern does not Match using Borland Delphi 4.0 Application***
41	x	x	x	Fixed	Fixed	***Tunnel & Sphere D3D Applications Corrupted when Restoring S3 State***
42	x	x	x	Fixed	Fixed	***Red Line Appears on the Right of Software DVD Playback***
43	x	x	x	Fixed	Fixed	***System Hangs when MPEG Ends while Monitor is sleep***
44	x	x	x	Fixed	Fixed	***3D Mark Max 99 Application Hangs***
45	x	x	x	Fixed	Fixed	***Lotus Approach '97 has Line Corruption***
46	x	x	x	Fixed	Fixed	***Quick Time for Windows* Version2.02 can not Play Movie File***
47	x	x	x	Fixed	Fixed	***Alt-Tab Fails on Quake Engine Games***
48	x	x	x	Fixed	Fixed	***Full Screen DOS Box Centered with Flat Panel Connected***
49	x	x	x	x	Fix	***Software DVD Video Shakes in Multimonitor Configuration***
50	x	x	x	x	Fix	***MPEG Movie Black Screens***
51	x	x	x	x	Fix	***Software DVD Green Line Screen Corruption***
52	x	x	x	x	Fix	***GPF Occurs when Running "Home" Application***
53	x	x	x	x	Fix	***Video Corruption Visible on Some Monitors***
54	x	x	x	x	Fix	***720x480 Mode Disappears from Slider***

NO.	PV1.0	PV1.1	PV2.0	PV2.1	Future Plans	Known Issues
55	x	x	x	x	Fix	***Flat Panel DOS Screen does not Scale***
56	x	x	x	x	Fix	***Flat Panels are not Enabled when Power is Off***
57	x	x	x	x	Fix	***Video Corruption with Flight Simulator '98***

Driver Known Issues (Windows NT 4.0 Release)

NO.	PV1.0	PV1.1	PV2.0	PV2.1	Future Plans	Known Issues
1	x	Fixed	Fixed	Fixed	Fixed	***Print Preview Does Not Display Correctly in Lotus Freelance '97****
2	x	Fixed	Fixed	Fixed	Fixed	***Corruption Appears During Lotus Freelance '97***
3	x	x	x	Fixed	Fixed	***Helicops* Game Application Stops Responding***
4	x	x	x	x	Fix	***Video Flashes in Minimized Media Player* Window***
5	x	Fixed	Fixed	Fixed	Fixed	***Mouse Pointer Disappears***
6	x	x	x	x	Fix	***GLQuake Game Application Does Not Reset Screen Resolution***
7	x	Fixed	Fixed	Fixed	Fixed	***GLDemo* Application Hangs When Exiting***
8	x	x	x	x	Fix	***Full-Screen Windows DOS Box Produces a Black Screen***
9	x	Fixed	Fixed	Fixed	Fixed	***Screen Corruption When Running Lotus Freelance***
10	x	Fixed	Fixed	Fixed	Fixed	***OpenGL Screen Savers Lock the System***
11	x	x	x	x	Fix	***3D Screensavers do not Work at 65K Color Depth***
12	x	x	x	x	Fix	***Netmeeting Application has Corrupt Cusor***

Driver Known Issues (Video BIOS Release)

NO.	VB024	VB1.11	VB2.01	VB2.11	Future Plans	Known Issues
1	x	x	x	x	Fix	***Corruption Running Flight Unlimited II****
2	x	x	x	x	Fix	***VGA Modes Not Supported in Windows DOS Box***
3	x	Fixed	Fixed	Fixed	Fixed	***VBIOS Does Not Detect CRT.***
4	x	x	x	x	Fix	***Solvenian Version of Windows* 98 Installation Hangs the System***
5	x	x	x	x	Fix	***VBIOS has only 512KB of VGA Memory***

Additional Driver / Video BIOS Changes

No.	Ver.	Additional Driver \ Video BIOS Changes
1	PV 1.1	512 bytes of free space on all floppy diskettes
2	PV 1.1	Selectable default installation modes
3	PV 1.1	Ability to uninstall the end user diagnostics utility
4	PV 1.1	Removed (1280x720, 1280x960, 1600x900) resolution modes from Win9x slider
5	VB1.11	Allows set/get DPMS access without using an interrupt 10h call
6	PV2.1	Support for scaling Flat Panels in Windows
7	PV2.1	Limited DOS scaling support
8	PV2.1	Software monitor controls for Win9x
9	PV2.1	I2C on DDC bus interface
10	PV2.1	Add multi-res Flat Panel support

Driver Utilities Changes

No.	Ver.	Driver Utilities Changes
1	EUD Ver.1.2.0	The End-User Diagnostics Utility has been updated from Version 1.18 to Version 1.2.0 within the PV2.0 (version 1272) driver. Previously, the 1.18 version of the EUD within the PV1.1 driver did not function under Windows NT 4.0.

Documentation Changes

NO.	Documentation Changes
1	A Driver Utilities Change section has been added to this document to

Known Issues (Windows*95 and Window*98)

1. Monster Truck Madness Intro Corruption

Problem: After Monster Truck Madness is installed, there is visual corruption on the intro screen while running the application.

Implication: The effect of this video corruption varies with each color depth in the Monster Truck Madness Intro.

Workaround: There is no workaround at this time.

Status: This issue has been resolved in the PV2.0 driver release.

2. Watermark Corruption at 1280x1024x24 @ 75-Hz Display Setting

Problem: There is watermark screen corruption when changing the screen display settings to 1280x1024x24 at 75-Hz refresh under Win98 and Win95.

Implication: This known issue most often occurs when the settings are modified with a dark-colored desktop background.

Workaround: There is no workaround at this time.

Status: This issue has been resolved in the PV2.0 driver release.

3. Corruption Running Twist, Donut and Foxbear Simultaneously

Problem: The Foxbear application becomes corrupted when running Twist, Donut and Foxbear (windowed mode) simultaneously in the 16-bpp color mode.

Implication: The corruption most often occurs along the tree trunks or on the bear when it tries to eat the fox, in the Foxbear application.

Workaround: There is no workaround at this time.

Status: This issue will be resolved in a future driver release.

4. Some Non-H/W-Accelerated OGL Apps. Hang with DOS Prompt

Problem: After the launching of at least two OpenGL applications (demos) and a windows DOS Prompt, the OGL applications hang.

Implication: This issue may cause some OpenGL applications to hang in the 24-bpp color mode.

Workaround: There is no workaround at this time.

Status: This issue has been resolved in the PV2.0 driver release.

5. Space Donuts Application Has Screen Corruption

Problem: The Space Donuts Application has screen corruption when run in a multi-monitor configuration. The corruption occurs at the bottom of the screen when the Intel® 810 and Intel® 810E chipset is configured as the primary or secondary adapter device and the display settings are set to 1600x900x16 bpp at the optimal and 60-Hz refresh rates.

Implication: This known issue may occur while running the Space Donuts Application in a multi-monitor configuration, with the Intel® 810 and Intel® 810E chipset configured as the primary or secondary display adapter.

Workaround: There is no workaround at this time.

Status: The 1600x900 modes were removed from the driver.

6. Watermarks at 720x480x16 bpp in TV-out

Problem: Under Win98 with TV-out enabled, there is watermark corruption on the TV-out screen in the 720x480x16-bpp mode. This issue occurs only in a multi-monitor configuration and when the Intel® 810 and Intel® 810E chipset is the primary display adapter.

Implication: This known issue definitely may affect the overall video quality of the TV-out display.

Workaround: There is no workaround at this time.

Status: This issue will be resolved in a future driver release.

7. Flickering and Flashing in TV-out Configuration

Problem: Flickering and flashing occur when running software DVD with TV-out enabled, in a multi-monitor configuration at 720x480x8 bpp, with the Intel® 810 and Intel® 810E chipset as the primary display adapter.

Implication: The implications of this known issue will definitely affect the video quality of the TV-out display in a multi-monitor configuration while playing DVD content.

Workaround: There is no workaround at this time.

Status: This issue will be resolved in a future driver release.

8. Compton's 97 Interactive Encyclopedia Dark Screens

Problem: After the Bears movie is run and maximized in the Compton's 97 Interactive Encyclopedia, the monitor turns a dark-blackish color and the icons become difficult to see.

Implication: The implications of this known issue affect the user's interaction with the Interactive Encyclopedia, only in the 8-bpp color mode.

Workaround: There is no workaround at this time.

Status: This issue has been resolved in the PV2.0 driver release.

9. Screen Corruption While Running Lotus Freelance

Problem: Under the Japanese version of Win98, there is visual corruption when running the Screen Show of Lotus Freelance '97 (Japanese version). The visual corruption occurs while running the Freel97.prz sample file that comes with the Lotus Freelance '97 application. The corruption appears on every page, but is most noticeable on pages 2 and 6.

Implication: This issue causes visual screen corruption when running the Freel97.prz sample file of Lotus Freelance '97.

Workaround: There is no workaround at this time.

Status: This issue has been resolved in the PV2.0 driver release.

10. Corruption When Running Slide Show in Powerpoint (Japanese)

Problem: Under the Japanese version of Win98, there is visual corruption while running the Slide Show of Powerpoint '97. The corruption occurs when running the Power97.ppt file in Slide Show. The

corruption looks like a flash against the black background, and some figures within a slide do not display correctly.

Implication: This known issue causes visual screen corruption while running the Slide Show of Powerpoint '97.

Workaround: There is no workaround at this time.

Status: This issue has been resolved in the PV2.0 driver release.

11. Freezes Occur with Atlantis and Heretic II Applications

Problem: After both the Atlantis and Heretic II applications are launched, the Atlantis application freezes if the Heretic II application is maximized and exited.

Implication: This issue causes the Atlantis application to freeze, but does not freeze the system. The application can be killed, and the system will function normally thereafter.

Workaround: There is no workaround at this time.

Status: This issue has been resolved in the PV2.1 driver release.

12. Hangs Occur When Exiting GLQuake or GLHexen

Problem: The system hangs when exiting GLQuake at 800x600 resolution or GLHexen at 640x480 resolution.

Implication: This issue causes the system to hang when attempting to exit these applications.

Workaround: There is no workaround at this time.

Status: This issue has been resolved in the PV2.1 driver release.

13. QuakeII Application Runs Very Slowly with 32 MB of System Memory

Problem: QuakeII runs very slowly on an Intel® 810 and Intel® 810E chipset platform with 32 MB of RAM. The application runs at a very low frame rate, and there is a huge delay in response time with user intervention.

Implication: Quake II runs very slowly as a result of this issue.

Workaround: There is no workaround at this time.

Status: This issue has been resolved in the PV2.0 driver release.

14. Unable to Restore from S1 and S3 States When Running OGL Tunnel

Problem: The system is unable to restore the windows desktop from the S1 and S3 power states when running the OGL Tunnel application.

Implication: As a result of this known issue, the system does not wake up from the S1 and S3 power states when running OpenGL Tunnel.

Workaround: There is no workaround at this time.

Status: This issue may be resolved in a future driver release.

15. Starseige TRIBES Application Blacks Out

Problem: Starseige TRIBES application blacks out when launched at 640x480 resolution. However, if the application is launched at another resolution and then changed back to 640x480, there is no issue.

Implication: This issue causes the application screen to black out when launching the Starseige TRIBES application at 640x480 resolution.

Workaround: There is no workaround at this time.

Status: This issue has been resolved in the PV2.0 driver release.

16. G-Nome Application GPFs

Problem: G-Nome game application generates a windows General Protect Fault (GPF) when exiting the application.

Implication: This issue causes a windows general protection fault.

Workaround: There is no workaround at this time.

Status: This issue will be resolved in a future driver release.

17. Overlay Colorkey Corruption on Flat Panel Using Software DVD

Problem: When using a flat panel as the display, there is overlay colorkey corruption while running the software DVD. This issue occurs with several software DVD solutions.

Implication: This issue causes a pink colorkey line to appear at the bottom of the windowed video.

Workaround: There is no workaround at this time.

Status: This issue will be resolved in a future driver release.

18. AVI Corruption or Rotation When Switching Color Depths

Problem: After both the Intel Indeo and Duck TrueMotion 2.0 codecs are installed, playing two AVIs at 640x480x16-bpp desktop resolution and switching to 8 bpp causes one of the AVIs to play upside-down. The AVI plays upside down when viewing it in full-screen mode.

Implication: This issue causes AVI video content to play upside down when viewing in full-screen mode.

Workaround: There is no workaround at this time.

Status: This issue has been resolved in the PV2.0 driver release.

19. AVI Corruption with Concurrent Foxbear Application & MS-DOS Window

Problem: Under Win95, there is AVI corruption after launching both the Foxbear and MS-DOS windows. The corruption occurs when switching both applications to full screen using Alt-Enter, while running an AVI.

Implication: This issue causes visual screen corruption in the video content of AVI files.

Workaround: There is no workaround at this time.

Status: This issue will be resolved in a future driver release.

20. Motorcross Madness Application Fails to Load

Problem: Under Windows 95 with DX5 or DX6.1 SDK runtimes, the Motorcross Madness application fails to load when attempting to play the game. The application basically returns to Windows.

Implication: This issue prevents Motorcross Madness from loading.

Workaround: There is no workaround at this time.

Status: This issue may be resolved in a future driver release.

21. Screen Corruption with Half-Life Application

Problem: A portion of the screen is corrupted when running Half-Life (display configuration = D3D mode) at all resolutions below 800x600.

Implication: This issue causes screen corruption at the bottom portion of the screen during Half-Life game play.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV2.0 driver release.

22. Playing Full Screen AVI Causes GPF Error

Problem: Under the Japanese version of Windows 95, a general protection fault (GPF) error occurs when an AVI file is played back through the Media Player at full screen.

Implication: This issue causes general protection fault errors.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV2.0 driver release.

23. Screen Shifting to the Left When Sliders Are Selected

Problem: The television display shifts slightly to the left under Windows 95 with TV-out enabled. The shifting occurs when the fine-tuning applet is selected and adjustments are made to either the Contrast or Flicker Filter slider within the applet.

Implication: This issue causes the TV-out display to shift to the left.

Workaround: There is no workaround for this issue at this time.

Status: This issue will be resolved in a future driver release.

24. Thief D3D Application Fails

Problem: When Theif (D3D application) is launched under Windows 98 with DX6 and game play is attempted, the application hangs.

Implication: This issue causes Theif to hang under Windows 98 with DX6 installed.

Workaround: There is no workaround for this issue at this time.

Status: This issue may be resolved in a future driver release.

25. 3D Flip Cube Application Fails

Problem: The 3D Flip Cube application fails and returns to the Windows desktop under Windows 98 or Windows 95 with DX5 installed. This issue seems to occur only when attempting to change the resolution to 1280x1024x16 bpp.

Implication: This issue causes the 3D Flip Cube application to fail when attempting to modify the desktop resolution to 1280x1024x16 bpp.

Workaround: There is no workaround for this issue at this time.

Status: This issue will be resolved in a future driver release.

26. Twisted Metal 2 Application Fails

Problem: Twisted Metal 2 fails to load when attempting game play under Windows 98 with DX6.1 installed. The screen goes blank, and hitting the Escape key returns the desktop to Windows.

Implication: This issue prevents Twisted Metal 2 from loading under Windows 98 with DX6.1 installed.

Workaround: There is no workaround for this issue at this time.

Status: This issue may be resolved in a future driver release.

27. Visual Anomaly Occurs When Running Hyberblade Application

Problem: Textures disappear when the rear-view mirror is displayed on the screen during Hyberblade game play, under Windows 98 with DX6.1 installed.

Implication: This issue causes textures to disappear when running the Hyberblade game application.

Workaround: There is no workaround for this issue at this time.

Status: This issue will be resolved in a future driver release.

28. Overlay Application Faults When Switching from TV-out to CRT

Problem: A fault (pink stripe) occurs at the right edge of the overlay window, when starting an overlay application under Windows 98 in the TV-out mode and then switching the display from the TV-out mode to the CRT mode.

Implication: This issue causes a fault (pink stripe) at the right edge of the overlay window.

Workaround: There is no workaround for this issue at this time.

Status: This issue will be resolved in a future driver release.

29. Positioning Fails When Running in PAL Mode

Problem: When an attempt is made to use the positioning arrows in the PAL mode, the image's position on the screen does not change. This issue occurs in the TV-out configuration and when accessing the fine-tuning applet to modify positioning.

Implication: The positions of images on the TV-out screen cannot be modified as a result of this issue.

Workaround: There is no workaround for this issue at this time.

Status: This issue will be resolved in a future driver release.

30. Unable to Detect CRT After Boot-Up

Problem: When both CRT and flat-panel displays are connected to the system, the CRT display device is not detected at boot-up.

Implication: CRT display devices are not detected at boot-up when used concurrently with flat-panel display devices.

Workaround: There is no workaround for this issue at this time.

Status: This issue will be resolved in a future video BIOS release.

31. Screen Blanks Out in 16-Color Mode

Problem: After changing the display's color mode to 16 colors while in a flat-panel mode configuration and after rebooting, the system blanks out.

Implication: This issue causes the screen to blank out while using a flat-panel display and in the 16-color mode.

Workaround: There is no workaround for this issue at this time.

Status: This issue will be resolved in a future driver release.

32. Screen Does Not Blank Out in Suspend Mode

Problem: When Suspend is selected from the Start menu, the display screen does not blank out and the monitor light (LED) does not change from green to amber, which indicates that the display has gone into the Suspend mode. An LED on the outside of the platform flashes, indicating that the system is in the Suspend mode, but the display screen is not in this mode.

Implication: There are no implications for this issue at this time.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV 1.1 driver release.

33. Display Black Screens When Closing MPEG/AVI Files

Problem: The display screen blacks out when running two MPEG/AVI files simultaneously while running a D3D application. The issue occurs when closing one of the two MPEG/AVI files.

Implication: There are no implications for this issue at this time.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV 1.1 driver release.

34. Software DVD Application Artifacts When Downscaling 2:1

Problem: While running a software DVD application and scaling the video window to less than half the default size, there are visual artifacts.

Implication: This known issue causes visual corruption artifacts while downscaling software DVD video content.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV 1.1 driver release.

35. System Hangs in ACPI Power Save Mode

Problem: After the power management features are set in the display setting to enable ACPI, the system does not awaken when the mouse is moved or when keyboard keys are hit, while in the ACPI power save mode.

Implication: This issue causes the system to lock up.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV 1.1 driver release.

36. System Locks in Standby Mode

Problem: With ACPI enabled, the system does not recover after it is shut down in the Standby mode. Moving the mouse or hitting the keyboard keys does not awaken the system.

Implication: This issue causes the system to lock up.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV 1.1 driver release.

37. Software DVD Video Jitter when Downscaling

Problem: When refresh rate is set to higher than 75Hz and software DVD playback window is scaled down there is a noticable jittering effect.

Implication: This issue causes software DVD video to jitter when scaled down.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV2.1 driver release.

38. Hsync and Vsync Polarities out of VESA Specifications

Problem: Hsync and Vsync could either have negative or positive polarity. The Intel® 810 drivers are positive even in cases where the VESA specification calls for them to be negative.

Implication: ****Need implication here***

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV2.1 driver release.

39. Severe Corruption in Tomb Raider 3 Game Application

Problem: Tomb Raider 3 game application has severe screen corruption during game play when pressing alt + tab to display the game application in windowed or fullscreen mode.

Implication: This issue causes screen corruption during Tomb Raider 3 game play.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV2.1 driver release.

40. Color Pattern Does not Match using Borland Delphi 4.0 Application

Problem: When a solid figure is drawn with Borland Delphi 4.0 application under the Korean version of Windows* 98, the color of the figure does not match the assigned color.

Implication: When drawing diagram (ex: rectangle) with a specific pattern, the diagram's background color is not the assigned color.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV2.1 driver release.

41. Tunnel & Sphere D3D Applications Corrupted when Restoring S3 State

Problem: There is screen corruption present when running Tunnel & Sphere D3D application found on SDK 6.1 when returning from "standby".

Implication: This issue causes screen corruption upon returning from standby while running Tunnel or Sphere D3D applications.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV2.1 driver release.

42. Red Line Appears on the Right of Software DVD Playback

Problem: When the software DVD window is set to default size or larger and moved to the left edge of the screen, a red line/bar appears on the right edge of the software DVD playback window.

Implication: This issue causes screen corruption (red line) during software DVD playback.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV2.1 driver release.

43. System Hangs when MPEG Ends while Monitor is Sleep

Problem: When ACPI is enable, an MPEG movie is played from a CD-ROM and the monitor goes into a sleep state, the system will not awaken from sleep state.

Implication: This issue prevents the system from waking up from a sleep state with ACPI enable and playing an MPEG movie from the CD-ROM.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV2.1 driver release.

44. 3D Mark Max 99 Application Hangs

Problem: When running 3D Mark Max 99 application on a Windows* 98SE DX6.1 system, the application will hang at 800x600x16bpp resolution or higher.

Implication: This issue cause the application to hang the system.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV2.1 driver release.

45. Lotus Approach '97 has Line Corruption

Problem: When drawing a rectangle diagram with the mouse in Lotus Approach '97, corrupte horizontal lines appear.

Implication: This issue cause corrupted horizontal lines to appear in rectangular diagrams of Lotus Approach '97.

Workaround: There is no workaroud for this issue at this time.

Status: This issue has been resolved in the PV2.1 driver release.

46. Quick Time for Windows* Version2.02 can not Play Movie File

Problem: Under the Korean Version of Windows* 98, when a (.mov) file is played with Quick Time version 2.02 the video inside the window is black.

Implication: This issue causes Quick Time version 2.02 video content to black out under the Korean version of Windows* 98.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV2.1 driver release.

47. Alt-Tab Fails on Quake Engine Games

Problem: Under any game application based on the Quake or Quake II game engine using alt + tab to view the game in windowed or fullscreen mode fails to function properly.

Implication: When no other application is running this issue prevents users from alt-tabbing out of the game then alt-tabbing again to return to the game. If another application is running, switching back to the game causes an incorrect mode switch, and the game appears on only part of the screen.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV2.1 driver release.

48. Full Screen DOS Box Centered with Flat Panel Connected

Problem: Under Windows*98 the full screen DOS box is centered and not scaled when using a flat panel as the display.

Implication: This issue causes the full screen DOS box to appear centered instead of scaled.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV2.1 driver release.

49. Software DVD Video Shakes in Multimonitor Configuration

Problem: Software DVD video content shakes when setting the Intel® 810 or Intel® 810E as the primary display device in a multimonitor configuration. The shaking occurs when the Intel® 810 or Intel® 810E is set to 1280x1024 resolution and 16bpp or 24bpp color depth at 85Hz refresh rate.

Implication: This issue causes software DVD video content to shake when set to specific modes (1280x1024x16@85Hz & 1280x1024x24@85Hz).

Workaround: There is no workaround for this issue at this time.

Status: This issue will be resolved in a future driver release.

50. MPEG Movie Black Screens

Problem: When opening an MPEG movie using mediaplayer.exe, the MPEG movie window remains black until it is dragged to a new location.

Implication: This issue causes mediaplayer MPEG playback window to become black until it is moved to a different location on the desktop.

Workaround: There is no work around for this issue at this time.

Status: This issue will be resolved in a future driver release.

51. Software DVD Green Line Screen Corruption

Problem: When playing some software DVD videos and making the software DVD screen larger than that of the default desktop setting there are sometimes small green lines present in the middle of the screen.

Implication: This issue may cause green lines to appear within video window when playing software DVD videos and is most visible in 640x480 resolution mode at 85Hz refresh.

Workaround: There is no workaround for this issue at this time.

Status: This issue will be resolved in a future driver release.

52. GPF occurs when Running “Home” Application

Problem: Printing a pie diagram from the Home software within the Korean version of Windows* 98 causes a General Protection Fault error.

Implication: This issue cause a GPF to occur when printing a diagram.

Workaround: There is no workaround for this issue at this time.

Status: This issue will be resolved in a future driver release.

53. Video Corruption Visible on Some Monitors

Problem: Some monitors display visible video corruption (horizontal lines) just before power down to a suspend state.

Implication: Screen corruption may occur on some monitors just before the system goes into a suspend state.

Workaround: There is no workaround for this issue at this time.

Status: This issue will be resolved in a future driver release.

54. 720x480 Mode Disappears from Slider

Problem: Under Windows* 95 the 720x480 mode setting disappears from the display settings slider when the refresh rate is set to 60Hz.

Implication: This issue causes the720x480 mode to disappear for the display settings properties page.

Workaround: There is on workaround for this issue at this time.

Status: This issue will be resoloved in a future driver release.

55. Flat Panel DOS Screen does not Scale

Problem: When running Windows* 95 or Windows* 98 on a system with a multi-resolution flat panel, the DOS box is centered and not scaled when open Windows* and shutting down to DOS.

Implication: This issue causes the flat panel to center the DOS box instead of scaling it.

Workaround: There is no workaround for this issue at this time.

Status: This issue will be resolved in a future driver release.

56. Flat Panels are not Enabled when Power is Off

Problem: If a powered off flat panel is connected when Windows* starts, the flat panel is never enabled. However, the flat panel is enabled when powered off and booted up straight to DOS.

Implication: This issue causes the flat panel never to be enabled from a powered off state when booting to Windows*. This also happens when both CRT and flat panel are connected.

Workaround: There is no workaround for this issue at this time.

Status: This issue will be resolved in a future driver release.

57. Video Corruption with Flight Simulator ‘98

Problem: During game play, Flight Simulator ‘98 has minor screen corruption (blinking lines and slight color changes).

Implication: This issue causes minor screen corruption during Flight Simulator ‘98 game play.

Workaround: There is no workaround for this issue at this time.

Status: This issue will be resolved in a future driver release.

Known Issues (Windows NT 4.0)

1. Print Preview Does Not Display Correctly in Lotus Freelance '97

Problem: In the Japanese and English versions of Lotus Freelance '97, Print Preview does not display correctly at both 64K and 16M colors under Windows NT 4.0, Service Pack 4.

Implication: This known issue causes the screen to black out while running Lotus Freelance '97 at high display resolutions, such as 1280x1024x[64K or 16M colors] at 85 Hz.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV 1.1 driver release.

2. Corruption Appears During Lotus Freelance '97

Problem: Under the Japanese and Engish versions of Windows NT 4.0, there is visual corruption when running the Screen Show of Lotus Freelance '97 (Japanese version). The visual corruption occurs when running the Freel97.prz sample file that comes with the Lotus Freelance '97 application. The corruption appears on every page, but is most noticeable on pages 2 and 6.

Implication: This issue causes visual screen corruption when running the Freel97.prz sample file of Lotus Freelance '97.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV 1.1 driver release.

3. Helicops Game Application Stops Responding

Problem: The Helicops game application hangs during game play, when the user either crashes or completes a game level.

Implication: This known issue may cause the Helicops game application to hang or not respond during game play.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV2.1 driver release.

4. Video Flashes In Minimized Media Player Window

Problem: When playing an MPEG or AVI movie with the Windows Media Player, the video flashes or flickers. This issue occurs only when the user minimizes the video window and the display settings are set to 640x480x256, at any refresh rate.

Implication: If this known issue occurs, MPEG or AVI video content will began to flash or flicker.

Workaround: There is no workaround for this issue at this time.

Status: This issue may be resolved in a future driver release.

5. Mouse Pointer Disappears

Problem: Sometimes, when the Test button is clicked on the Display Properties page while testing a display mode, the mouse pointer disappears upon return to the desktop, until the user clicks one of the mouse buttons.

Implication: If this known issue occurs, the mouse pointer will disappear and will not return until the user clicks one of the mouse buttons.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV 1.1 driver release.

6. GLQuake Game Application Does Not Reset Screen Resolution

Problem: After GLQuake is run with the desktop screen resolution set to 1024x768 and the game application set to 640x480, the desktop screen resolution defaults to the game application resolution (640x480) when the game application is exited.

Implication: This known issue may cause the desktop screen resolution to be the same as that of the GLQuake game application after the application is exited.

Workaround: There is no workaround for this issue at this time.

Status: This issue will be resolved in a future driver release.

7. GLDemo Application Hangs on Exiting

Problem: Under the Japanese version of Windows NT 4.0, the GLDemo game application hangs with No Response, when the program is exited.

Implication: This known issue causes the GLDemo game application to hang.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV 1.1 driver release.

8. Full-Screen Windows DOS Box Produces a Black Screen

Problem: The monitor display screen disappears after a full-screen DOS window is launched in a TV-out configuration with TV-out enabled.

Implication: This known issue causes the monitor display screen to become black, and may be due to the Windows NT 4.0 miniport driver handling TV-out configurations with TV-out enabled.

Workaround: There is no workaround for this issue at this time.

Status: This issue will be resolved in a future driver release.

9. Screen Corruption When Running Lotus Freelance

Problem: Under the Japanese and English versions of Windows NT 4.0, there is visual corruption when running the Screen Show of Lotus Freelance ‘97 (Japanese version). The visual corruption occurs when running the Freel97.prz sample file that comes with the Lotus Freelance ‘97 application. The corruption appears on every page, but is most noticeable on pages 2 and 6.

Implication: This known issue causes visual screen corruption when running the Freel97.prz sample file of Lotus Freelance ‘97.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV 1.1 driver release.

10. OpenGL Screen Saver Locks the System

Problem: The system locks up when launching an OpenGL screen saver from the display settings in the preview mode or when setting one of the OpenGL screen savers to activate after some time.

Implication: This issue causes the system to lock up while attempting to launch an OpenGL screen saver.

Workaround: There is no workaround for this issue at this time.

Status: This issue has been resolved in the PV 1.1 driver release.

11. 3D Screensavers do not Work at 65K Color Depth

Problem: Windows* NT4.0 3D screensavers do not appear when selected at 65K color depth.

Implication: This issue prevents Windows* NT4.0 3D screensaver from appearing after screensaver timeout.

Workaround: There is no workaround for this issue at this time.

Status: This will be resolved in a future driver release.

12. Netmeeting Application has Corrupt Cursor

Problem: When running Netmeeting application and sharing a file, the cursor on the Intel810 system is corrutped.

Implication: This issue cause corruption to appear around cursor when sharing a file.

Workaround: There is no workaround for this issue at this time.

Status: This issue will be resolved in a future driver release.

Known Issues (Video BIOS)

1. Corruption Running Flight Unlimited II

Problem: When starting Flight Unlimited II under Windows 98, there is minor screen corruption before the title screen. The corruption appears as the title screen crowded into the top half of the display.

Implication: This issue causes minor visual corruption before the title screen of Flight Unlimited II.

Workaround: Some adapters get around this issue by fading the screen from dark to light. The Intel 810 chipset's video BIOS does not implement this fade feature, therefore corruption is present.

Status: This issue may be resolved in a future video BIOS release.

2. VGA Modes Not Supported in Windows DOS Box

Problem: Some VGA modes work in the full-screen DOS mode but not in a windowed DOS box. The unsupported modes are 0d, 0e, 0f, 10, 11, and 12.

Implication: There is no implication for this particular issue.

Workaround: There is no workaround for this issue at this time.

Status: This issue may be resolved in a future video BIOS release.

3. Video BIOS Does Not Detect CRT

Problem: CRT monitor displays are not detected at boot-up when flat-panel or TV-out displays are also connected. If no flat-panel or TV-out display is attached, the video BIOS defaults to sending display information to the CRT.

Implication: This issue prevents CRTs from being detected during boot-up, in conjunction with a flat-panel or TV-out display.

Workaround: There is no workaround for this issue at this time.

Status: This issue was resolved in the VB1.11 video BIOS release.

4. Solvenian Version of Windows* 98 Installation Hangs the System

Problem: During the installation of the Solvenian version of Windows* 98 the system black screens and hangs.

Implication: This issue causes the system to black screen during Windows*98 installation.

Workaround: There is no workaround for this issue at this time.

Status: This issue will be resolved in future video bios release.

5. VBIOS has only 512KB of VGA Memory

Problem: The VBIOS on Intel® 810E platforms have only 512KB of available VGA memory instead 1M.

Implication: This issue may prevent high resolution game play for some DOS base game applications. It may also prevent some high resolution modes under Windows* 95 Retail.

Workaround: There is no workaround for this issue at this time.

Status: This will be resolved in a future video bios release.

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